

COUNTERATTACK AT VILLERS-BOCAGE

SCENARIO ASL TAC6 Translated by Coastal Fortress Gaming Group



VILLERS-BOCAGE, FRANCE, June 13, 1944:

Six days after the landing, in the sector reserved for the 2nd British Army, the 12th SS-Panzerdivision and 21st Panzerdivisions held the bastion of Caen too firmly to be taken frontally by the 1st British Corps. The decision was made to attack Caen from both sides, known as operation *Perch*. A little before 0900 hrs squadron B of the 4th County of London Yeomanry arrived, as a point element, at Villers-Bocage with a section of the motorized infantry 1st Rifle Brigade (called Green Jackets) and took up a position in the village. Squadron A continued to a position on the western slope of hill 213. The Germans decided to halt the encirclement. At 0915 hrs, a detachment of tanks from Schwere SS-Panzer-Abteilung 101 controlled by *SS-Obersturmführer* Michael Wittman and supported by Panzergrenadiers, attacked the British at Villers-Bocage.

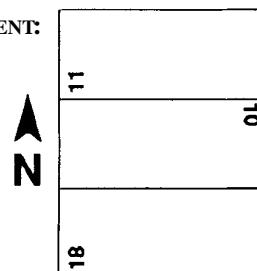
Illustration: Tiger E of 2nd SS-Pz. Abt. 101 in the Villers-Bocage area, June 1944.

BOARD PLACEMENT:

BALANCE:

- Replace Armor Leader 9-1 with a 9-2

- The Queens reinforcements enter on turn 3



VICTORY CONDITIONS: The Germans win if, at the end of the game, they control (A26.12) all the multi-hex buildings located on board 10 without losing (through any means, including immobilization and recall) more than 2 fully-tracked AFVs.

BRITISH sets up first [190]	1	2	3	4	5	6	7	8	9	END
GERMAN moves first [195]										



Detachment of A Company, 1st Rifle Brigade and B Company of County of London Yeomanry [ELR:4]
set up according to SSR 5 {SAN:4}:

4-5-8	8-1	8-0	4-12	2-7	5-1 [2-11]	8-3	7 morale	13 1 1 76LL -1/4	18 0 4 75 2/4	18 0 4 95+ 2/4
8	2		3	2	12	3				

Queens Detachment [ELR:4] enter on turn 4 along the western edge:

3 57L	16	2-2-8	4-5-7	9-1	8-0	2-7	5-1 [2-11]	8-3
2	2	2	7			2		



Detachment of Schwere SS-Panzer-Abteilung 101 [ELR:4]

Enter along the eastern side of boards 10 and 18 and the south of board 18 between hexes U and GG inclusive on turn 1 {SAN:3}:

5-4-8	9-2	8-0	7-0	5-12	3-8	12-4	16 1 1 17 3/5
15	2	2	4	2	2		

12 1 1 88L 3/5/2	9-1
3	

13 1 1 75L 3/5
2

Detachment of the Panzer-Lehr Division

Enter along the eastern side of boards 10 and 18 and the south of board 18 between hexes U and GG inclusive on turn 6.

Scenario Design: Jean-Luc Béchenec '90

SSR:

- EC are moderate with no wind at start.
- The hedges are bocage (B9.5).
- The British cannot use Bore Sighting and Kindling is prohibited.
- Two British squads or their equivalent can setup HIP (A12.3) along with any leader and SW stacking with them.
- The British set up on board 10 between lines Q and GG inclusive. The half-hexes shared with cards 11 and 18 are acceptable (in opposition to rule A2.3). The British vehicles cannot be placed in a building and must be placed ADJACENT to a road hex.

AFTERMATH: Benefitting from surprise, and after having destroyed a column of light vehicles on hill 213, Wittmann led the attack of 5 Tigers. Tanks and Grenadiers erupted into the village where a confused fight followed. The British tanks were destroyed one after the other. Overrun, the *Green Jackets* resisted as well as they could until the arrival of reinforcements of the *Queens*. But the very aggressive Germans were also reinforced by armored tanks of Panzer-Lehr. The fighting was house-to-house, and by the end of the day the pressure from the Germans forced the British to withdraw from Villers-Bocage. That evening, *Bomber Command* of the RAF crushed the village, which the Germans partially evacuated. The British attack to widen their bridgehead was stopped. They would make a new attempt two weeks later with operation *Epsom*.